GAME & WATCH™
PANORAMA SCREEN

POPEYE

(PG-92)

INSTRUCTION

Nintendo®

POPEYE Characters.
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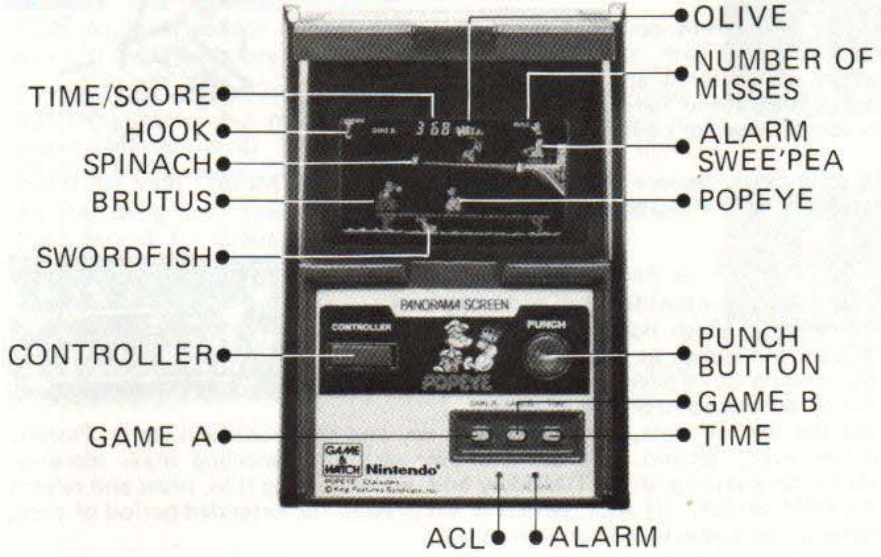
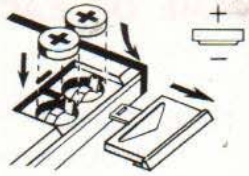
NAME OF EACH PART



INSERTING THE BATTERIES



Insert two LR44 or SR44 batteries into battery compartment with the positive electrode atop. When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes lower or completely lost.

In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

TIME SET

Push ACL switch lightly with a sharp-pointed instrument. Push lightly. Do not hold down. A display will appear as illustrated.
By moving Controller, you will control the hours. Punch Button controls the minutes.
Set the desired time, press the TIME key and the clock will start. Pattern moves every second. To set the time without canceling max. score or alarm time setting, press TIME key and, while holding it in, press and release ALARM switch. (If ACL switch is left pressed for extended period of time, battery life is shortened considerably.)

ALARM SET

Push ALARM switch lightly with a sharp-pointed instrument. If Swee'Pea does not appear, push again.

By moving Controller you will control the hours. Punch Button controls the minutes. After setting numbers in above manner, push TIME key to set the alarm time. Check AM/PM time.

At the designated time, Swee'Pea rings the bell and the alarm sounds for about one minute.

To turn off manually, press TIME key. When GAME & WATCH is in game mode at alarm time, Swee'Pea swings a bell without sound.

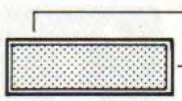
Push TIME key to check the alarm time. It is indicated while the key is depressed.

HOW TO PLAY

Olive has been captured and tied up by Brutus. Popeye fights with Brutus, knocks him into the ocean, and saves Olive.

(Control Button)

1) Controller



To move Popeye left.

To move Popeye right.

To dodge Brutus' punch when both are on the right side of the screen.

2) Punch Button: For Popeye to punch Brutus.

(The Beginning Of The Game)

Press the Game key A or B, and highest previous score in Game A or B will be displayed. When key is released, game starts.

* Pressing ACL switch or removing batteries erases high score from memory.
* A game is not interrupted even if TIME key or other game key is depressed during game playing.
* Game A is for beginners and average players. Game B is for the pros. Game B requires more coordination, technique and timing.
* The swordfish does not appear in game A.

(Points)

* When Brutus takes one step back, 2 points.
* When Brutus is knocked into the ocean, 5 points.
* When Popeye saves Olive, 15 points.

(Maximum displayed score is 999 points.)

(Misses)

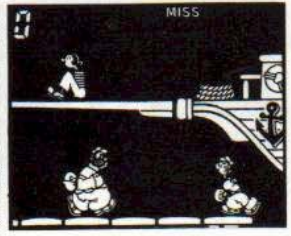
When Popeye is on the right edge of the pier, he gets punched by Brutus and falls into the ocean.
1 miss.
With 3 misses game ends. When game is left for about 5 minutes after game ends, time display returns automatically.

(Bonus)

When score reaches 300 points and there is one or two misses, all the misses are cleared with fanfare. If there are no misses when a 300 score is reached, game goes into "CHANCE-TIME". During CHANCE-TIME, the score flashes and all the points are awarded at double value until a miss is scored.

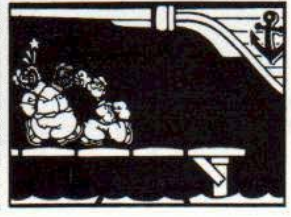
THE OPERATION OF CONTROL BUTTONS

1



The GAME START music sounds. Popeye and Brutus take up positions as shown here. The music ends and game starts.

2



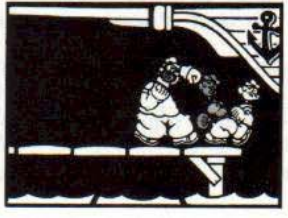
When Brutus does not advance towards Popeye, press Controller to move Popeye left. Then press Punch Button Popeye punches Brutus.
Brutus retreats one step when Popeye hits him . . .

- Twice between last two digits of score 01-30;
- Three times between last two digits of score 31—70;
- Four times between last two digits of score 71—00.

3

When Popeye is hit with a punch, he moves to the right.
When Brutus punches, move Popeye back to avoid the blow.

4



Even if Popeye is backed up to the right edge of the pier, he can be maneuvered to avoid Brutus' punches by pressing the right side of Controller.

5

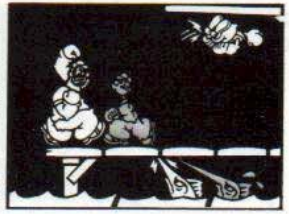
Avoid Brutus' punches and attack by pushing Brutus to the left edge of the pier.

6

When Brutus is at the left edge of the pier, he falls into the ocean if Popeye hits him . . .

- Four times between last two digits of score 01—30;
- Five times between last two digits of score 31—70;
- Six times between last two digits of score 71—00.

7



Watch the swordfish in Game B. If they poke Popeye while he's at the left of the pier, he moves back one step.

8

After Brutus falls into the ocean, he climbs back out again, and the game starts over.

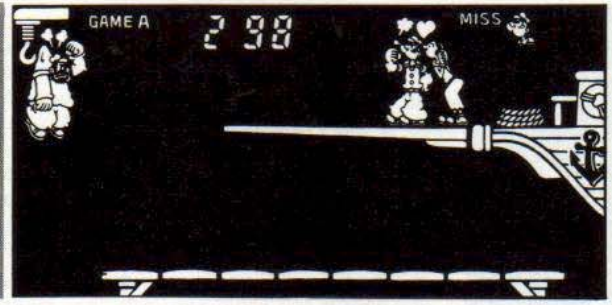
9

After Brutus is knocked into the ocean 3 times, the game resumes. At this point, Popeye can push Brutus to the left pier edge and Olive will kick cans of spinach down to him.

10

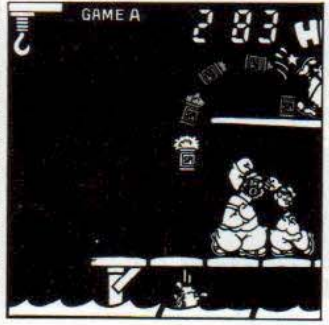
The spinach falls as shown here. If Popeye is there, he catches the cans, the theme music plays and Brutus is caught by the large hook to the left.

11



Popeye saves Olive, and the game ends.
Player is ready to start again.

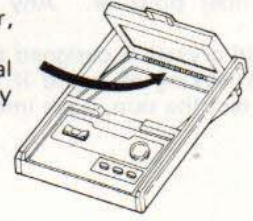
12



If Popeye misses the spinach, Brutus has to be knocked into the ocean again and the fight starts over.
As the game progresses, Brutus throws more and more punches.

CAUTIONS

1. Do not use pencil or pen when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid storage at an extreme temperature or any heavy shocks.
3. At low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As the unit is a precision instrument, do not attempt to take it apart.
5. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
6. Do not place hand on the screen part of the unit. Light is required to enter into the unit from the upper side of screen.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner, benzine or alcohol for wiping.
9. Be careful not to press the liquid crystal display heavily, otherwise, the display may fail.



Batteries and Liquid Crystal

Batteries

1. When batteries are removed from the GAME & WATCH, be sure to keep them out of reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery is swallowed, call a doctor immediately.
4. Do not recharge batteries or place them on metal or aluminum sheet. Be careful not to carry two or more batteries in the same pocket.
5. Do not use batteries as toys. Use only as intended in GAME & WATCH.

Liquid crystal

* The liquid crystal uses glass parts. If should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
* The liquid crystal is designed as well as possible to prevent shattering of glass and leaking of liquid if the crystal is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

SPECIFICATIONS

Dimension	: 98mm(W) x 21mm(H) x 146.5mm(D)
Net Weight	: 205 g (Including Batteries)
Battery	: Two Alkali-Manganese batteries (LR-44 or SR-44)
Life of the battery	: Approx. 5 months with one hour play a day (LR-44)
Time display	: 12-hour system, hour and minute
Accuracy of the clock	: Average daily differential within ±3 secs. (Under normal temperature)
Alarm	: Set in 1-min. intervals.
Working temperature	: 50°F ~ 104°F (10°C ~ 40°C)

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